L Number	Hits	Search Text	DB	Time stamp
1	858	(port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:47
2	567	((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:44
3	51	(((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)) and (menu and (sub$1window or ((child or parent) near2 window) or (window same hierarch$5)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:38
4	106	(port or cross$10 or multi$16platform) near3 gui	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:45
5	50	((port or cross$10 or multi$16platform) near3 gui) and menu	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:46
6	36	(((port or cross$10 or multi$16platform) near3 gui) and menu) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:46
7	54	(port or cross$10 or multi$16platform) near3 gui same (platform or system or environment)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:46
8	22	((port or cross$10 or multi$16platform) near3 gui same (platform or system or environment)) and menu	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:46
9	15	(((port or cross$10 or multi$16platform) near3 gui same (platform or system or environment)) and menu) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:46
10	27	((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (awt or swing) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:47
11	15	(((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (awt or swing) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)) and menu	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:48

C:\APPS\EAST\Workspaces\09771875.wsp

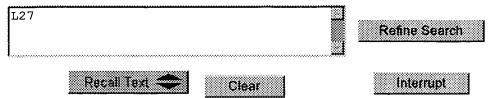| L Number	Hits	Search Text	DB	Time stamp
1	858	(port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:36
2	567	((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:36
3	51	(((port$5 or transfer$5 or cross$10 or multi$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)) and (menu and (sub$1window or ((child or parent) near2 window) or (window same hierarch$5)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/06 07:38

Refine Search

Search Results -

Terms	Documents
L26 and fetch$3	37

Database: USPTe Grant Publication Full Text Database
US Patents Full Text Database
US OCR Full Text Database
EPO Abstracts Database
JPO Abstracts Database
Derwent World Patents Index
IBM Technical Disclosure Bulletins

Search: L27

[Refine Search]

[Recall Text] [Clear] [Interrupt]

Search History

DATE: Tuesday, January 06, 2004   Printable Copy   Create Case

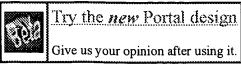| Set Name side by side	Query	Hit Count	Set Name result set
DB=PGPB, USPT, USOC, EPAB, JPAB, DWPI, TDBD; PLUR=YES; OP=OR			
L27	L26 and fetch$3	37	L27
L26	L25 and ((position or size) near3 (window or frame))	136	L26
L25	L24 and (sub$1window or (hierarch$5 same window))	286	L25
L24	L23 and gui and menu	1862	L24
L23	L22 and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	245452	L23
L22	((interface and (multi$6platform or platform same port$5)).ti. or (interface (multi$6platform or platform same port$5)).ab.)	291559	L22
L21	L20 and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	2	L21
L20	L12 and ((multi$6platform or platform same port$5).ti. or (multi$6platform or platform same port$5).ab.)	4	L20
L19	L12 and (multi$6platform or platform same port$5).ti. or (multi$6platform or platform same port$5).ab.	13021	L19
L18	L15 and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	6	L18

L17	L16 and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	0	L17
L16	L15 and fetch$3	3	L16
L15	L14 and (position or size or frame) near3 window	18	L15
L14	L13 and (sub$1window$1 or (window near3 hierachi$4))	19	L14
L13	L12 and (menu same displa$4) and interface	328	L13
L12	L1 and (platform or multi$6platform or environment or system)	906	L12
L11	L10 and (@ad<20000829 or @rlad<20000829 or @prad<20000829)	24	L11
L10	L4 and (motif or x$4motif)	40	L10
L9	L4 and (motif or x$4motif)	40	L9
L8	L6 and motif	40	L8
L7	L6 and motif	40	L7
L6	L4 and interface	326	L6
L5	L4 and (edit$3 or rewrit$4 or modif$5) near4 interface	61	L5
L4	L2 and menu same displa$3	328	L4
L3	L2 and menu same displa$3	328	L3
L2	L1 and (platform or system or environment)	906	L2
L1	(port$5 or transfer$5 or cross$10) near3 gui	1435	L1

END OF SEARCH HISTORY

PORTAL

Try the *new* Portal design

Give us your opinion after using it.

Search Results

Search Results for: **[motif and nt and gui and cross* and menu]**
Found **5** of **125,779 searched.**

Search within Results

> Advanced Search

> Search Help/Tips

Sort by: Title   Publication   Publication Date   **Score**   🔷 Binder

---

Results 1 - 5 of 5   short listing

---

1 An overview of portable GUI software   89%
Wade Guthrie
ACM SIGCHI Bulletin January 1995
Volume 27 Issue 1
> This article attempts to bring together as much information as possible concerning
> platform-independent Graphical User Interface (PIGUI) development kits. It is based
> on a FAQ list (answers to Frequently Answered Questions) maintained and periodically
> updated as a service to the net by the author.What is presented here is a number of
> tables summarizing available PIGUI's, followed by descriptions of the individual
> products, with reviews and users' comments where possible.

2 RSTA-MEP and the Linux crewstation   77%
George Koharchik , Quintelle Griggs , Sonja Gross , Kathy Jones , John Mellby , Joe
Osborne
Linux Journal October 2003
Volume 2003 Issue 114
> Linux is bringing sensor data and user interface together for aninnovative new military
> vehicle.

3 Qt GUI Toolkit: Porting graphics to multiple platforms using a GUI toolkit 77%
Eirik Eng
Linux Journal November 1996

4 Supporting dynamic downloadable appearances in an extensible user   77%
interface toolkit
Scott E. Hudson , Ian Smith
**Pr ceedings f the 10th annual ACM symp sium n User interface s ftware and
techn l gy** October 1997

5 Developing applications with the Alpha UIMS
77%

r. Daniel Klein
interacti ns October 1995
Volume 2 Issue 4

Results 1 - 5 of 5   short listing

Subscribe (Full Service)   Register (Limited Service, Free)   Login

Search: ◉ The ACM Digital Library   ○ The Guide

(port* or multi* or cross*) and GUI and motif and window*

THE ACM DIGITAL LIBRARY

ἷ Feedback   Report a problem   Satisfaction survey

Terms used
port or **multi** or **cross** and **GUI** and **motif** and **window**

Found 9,601 of 125,779

Sort results by | relevance ▾

Display results | expanded form ▾

● Save results to a Binder
② Search Tips
☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next
Best 200 shown   Relevance scale ☐ ▭ ▬ ▬ ▬

1 The Importance of the GUI in Cross Platform Development
Michael Babcock
May 1998 **Linux Journal**

Full text available: ⊛ html(23.51 KB)   Additional Information: full citation, abstract, references, index terms

The fragmentation of development energy into too many GUI toolkits is one of the most serious problems facing the Linux community today

2 An overview of portable GUI software
Wade Guthrie
January 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 1

Full text available: ▨ pdf(1.90 MB)   Additional Information: full citation, abstract, index terms

This article attempts to bring together as much information as possible concerning platform-independent Graphical User Interface (PIGUI) development kits. It is based on a FAQ list (answers to Frequently Answered Questions) maintained and periodically updated as a service to the net by the author.What is presented here is a number of tables summarizing available PIGUI's, followed by descriptions of the individual products, with reviews and users' comments where possible.

3 Qt GUI Toolkit: Porting graphics to multiple platforms using a GUI toolkit
Eirik Eng
November 1996 **Linux Journal**

Full text available: ⊛ html(36.64 KB)   Additional Information: full citation, index terms
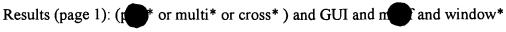
4 A visual development environment for multi-lingual curricula
T. Dean Hendrix, Larry A. Barowski, James H. Cross
March 1997 **ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education**, Volume 29 Issue 1

Full text available: ▨ pdf(517.43 KB)   Additional Information: full citation, abstract, references, index terms

Although a computer science curriculum may use a single language as its "core" language, many curricula require students to learn and use multiple languages for course or practicum work. Students benefit from the exposure to other languages and other language models. However, a problem arising from the multi-lingual nature of a curriculum is the necessity to

learn and use different development environments and language front-ends. GRASP (Graphical Representations of Algorithms, Structures, and P ...

5 User interface software tools
Brad A. Myers
March 1995 **ACM Transacti ns n C mputer-Human Interacti n (TOCHI)**, Volume 2 Issue 1

Full text available: ▨ pdf(3.25 MB)   Additional Information: full citation, abstract, references, citings, index terms

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

Keywords: interface builders, toolkits, user interface development environments, user interface software

6 Chiron-1: a software architecture for user interface development, maintenance, and run-time support
Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson
June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Full text available: ▨ pdf(2.65 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

7 Product Review: X-Designer
Timotej Ecimovic
March 1998 **Linux Journal**

Full text available: ▨ html(21.46 KB)   Additional Information: full citation, index terms

8 Using X with the ADA mind-set
Mike Downs, Judy Duffy, Karen Mackey, Luke Teyssier, Chris Tonas
October 1993 **Proceedings of the conference on TRI-Ada '93**

Full text available: ▨ pdf(1.00 MB)   Additional Information: full citation, references, index terms

9 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

10 Toward automatic generation of novice user test scripts

David J. Kasik, Harry G. George

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

Full text available: pdf(1.03 MB) html(43.25 KB)   Additional Information: full citation, references, citings, index terms

Keywords: automated test generation, dialog model specification, genetic algorithms, software engineering test process

11 Common elements in today's graphical user interfaces: the good, the bad, and the ugly

A. Brady Farrand

May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(498.43 KB)   Additional Information: full citation, abstract, index terms

This panel will identify some of the similarities amongst the different familiar graphical user interfaces that make them seem so indistinguishable. This panel will then identify some of the similarities that don't belong in any modern user interface.

Keywords: common GUI, design esthetics, graphical user interface design

12 PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms

E. N. Houstis, J. R. Rice, S. Weerawarana, A. C. Catlin, P. Papachiou, K.-Y. Wang, M. Gaitatzes

March 1998 **ACM Transactions on Mathematical Software (TOMS)**, Volume 24 Issue 1

Full text available: pdf(26.30 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D. and 3D elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

Keywords: PDE language, execution models, knowledge bases, libraries, parallel reuse methodologies, problem-solving environments, programming-in-the-large, sofeware bus

13

Common elements in today's graphical user interfaces (panel): the good, the bad, and the ugly

A. Brady Farrand, Marc Rochkind, Jean-Marie Chauvet, Bruce "Tog" Tognazzini, David C. Smith
January 1993 **Pr ceedings f the c nference n Human fact rs in computing systems**
Full text available: ▓ pdf(527.47 KB)   Additional Information: full citation, citings, index terms

Keywords: common GUI, design esthetics, graphical user interface design

14 The Hotbox: efficient access to a large number of menu-items
Gordon Kurtenbach, George W. Fitzmaurice, Russell N. Owen, Thomas Baudel
May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**
Full text available: ▓ pdf(1.14 MB)   Additional Information: full citation, references, citings, index terms

Keywords: marking menus, menubars, menus access, transparency, two-handed input

15 A scalable formal method for design and automatic checking of user interfaces
Jean Berstel, Stefano Crespi Reghizzi, Gilles Roussel, Pierluigi San Pietro
July 2001 **Proceedings of the 23rd international conference on Software engineering**
Full text available: ▓ pdf(237.48 KB)   Additional Information: full citation, abstract, references, citings, index terms
▓ Publisher Site

The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.

A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...

***Keywords:** GUI design, applications of model checking, formal methods, human-computer interaction*

16 RSTA-MEP and the Linux crewstation
George Koharchik, Quintelle Griggs, Sonja Gross, Kathy Jones, John Mellby, Joe Osborne
October 2003 **Linux Journal**, Volume 2003 Issue 114
Full text available: ▓ html(26.57 KB)   Additional Information: full citation, abstract
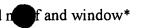
Linux is bringing sensor data and user interface together for aninnovative new military vehicle.

17 Sniff (abstract): a pragmatic approach to a C++ programming environment
Walter R. Bischofberger
December 1992 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum)**, Volume 4 Issue 2
Full text available: ▓ pdf(1.10 MB)   Additional Information: full citation, abstract, index terms

Sniff is a pragmatic C++ programming environment which has been implemented during the last fifteen months. Sniff is implemented in C++ with the ET++ application framework. It runs on a large number of UNIX workstations under several window management systems

such as OSF-Motif, OpenWindows, and Sunview. Sniff is an open environment providing browsing, cross-referencing, design visualization, documentation, and editing support. It delegates compilation and debugging to any C++ compiler ...

18 UI and Applications: A graphical user interface toolkit approach to thin-client computing 🔳
Simon Lok, Steven K. Feiner, William M. Chiong, Yoav J. Hirsch
May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available: 🔳 pdf(1.56 MB)   Additional Information: full citation, abstract, references, index terms

Network and server-centric computing paradigms are quickly returning to being the dominant methods by which we use computers. Web applications are so prevalent that the role of a PC today has been largely reduced to a terminal for running a client or viewer such as a Web browser. Implementers of network-centric applications typically rely on the limited capabilities of HTML, employing proprietary "plug ins" or transmitting the binary image of an entire application that will be executed on the cl ...

Keywords: client-server systems, network computing, remote method invocation, user interface toolkit

19 A framework for dynamic program analyzers 🔳
Bernd Bruegge, Tim Gottschalk, Bin Luo
October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications,**
Volume 28 Issue 10
Full text available: 🔳 pdf(2.16 MB)   Additional Information: full citation, references, citings, index terms

20 Object orientation and transaction processing: where do they meet? 🔳
John Tibbetts
September 1991 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum),** Volume 3 Issue 4
Full text available: 🔳 pdf(1.44 MB)   Additional Information: full citation, index terms

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next

Useful downloads: 🔳 Adobe Acrobat   🔳 QuickTime   🔳 Windows Media Player   🔳 Real Player

P⬤RTAL

US Patent & Trademark Office

Search: ◉ The ACM Digital Library   ○ The Guide

(port* or multi* or cross*) and GUI and (platform or system

THE ACM DIGITAL LIBRARY

ℱ Feedback Report a problem Satisfaction survey

Terms used
p_rt or **multi** or **cross** and **GUI** and **platform** or **system** or **environment**

Found **51,539** of **125,779**

Sort results by | relevance ▾ |

Display results | expanded form ▾ |

◆ Save results to a Binder

② Search Tips

☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200
Best 200 shown

Result page: **1** 2 3 4 5 6 7 8 9 10   next

Relevance scale ☐ ▭ ▬ ▣ ▨

1 PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms
E. N. Houstis, J. R. Rice, S. Weerawarana, A. C. Catlin, P. Papachiou, K.-Y. Wang, M. Gaitatzes
March 1998 **ACM Transactions on Mathematical Software (TOMS)**, Volume 24 Issue 1

Full text available: 🔲 pdf(26.30 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D. and 3D elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

Keywords: PDE language, execution models, knowledge bases, libraries, parallel reuse methodologies, problem-solving environments, programming-in-the-large, sofeware bus

2 The Importance of the GUI in Cross Platform Development
Michael Babcock
May 1998 **Linux Journal**

Full text available: 🔲 html(23.51 KB)   Additional Information: full citation, abstract, references, index terms

The fragmentation of development energy into too many GUI toolkits is one of the most serious problems facing the Linux community today

3 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
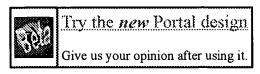
Full text available: 🔲 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display

US Patent & Trademark Office

Try the *new* Portal design

Give us your opinion after using it.

Search Results

Search Results for: [motif and nt and gui and cross* and menu]
Found **5** of **125,779 searched.**

Search within Results

> Advanced Search

> Search Help/Tips

Sort by: Title   Publication   Publication Date   **Score**   Binder

Results 1 - 5 of 5   short listing

1 An overview of portable GUI software   89%
Wade Guthrie
ACM SIGCHI Bulletin January 1995
Volume 27 Issue 1
> This article attempts to bring together as much information as possible concerning
> platform-independent Graphical User Interface (PIGUI) development kits. It is based
> on a FAQ list (answers to Frequently Answered Questions) maintained and periodically
> updated as a service to the net by the author.What is presented here is a number of
> tables summarizing available PIGUI's, followed by descriptions of the individual
> products, with reviews and users' comments where possible.

2 RSTA-MEP and the Linux crewstation   77%
George Koharchik , Quintelle Griggs , Sonja Gross , Kathy Jones , John Mellby , Joe
Osborne
Linux Journal October 2003
Volume 2003 Issue 114
> Linux is bringing sensor data and user interface together for aninnovative new military
> vehicle.

3 Qt GUI Toolkit: Porting graphics to multiple platforms using a GUI toolkit 77%
Eirik Eng
Linux Journal November 1996

4 Supporting dynamic downloadable appearances in an extensible user   77%
interface toolkit
Scott E. Hudson , Ian Smith
**Pr ceedings f the 10th annual ACM symp sium on User interface s ftware and
techn l gy** October 1997

5 Developing applications with the Alpha UIMS   77%
Daniel Klein
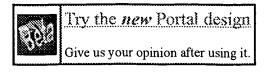**interacti ns** October 1995
Volume 2 Issue 4

Results 1 - 5 of 5   short listing

US Patent & Trademark Office

Try the *new* Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[(port* or transfer* or cross*) and (environment or platform or system) and gui and menu<AND>(((port* or transfer*) and (environment or platform or system) and gui and menu))]**
Found **848** of **125,779** searched.
Warning: Maximum result set of 200 exceeded. Consider refining.

Search within Results

> Advanced Search

> Search Help/Tips

Sort by: Title   Publication   Publication Date   Score

Results 1 - 20 of 200   short listing

Prev Page **1 2 3 4 5 6 7 8 9 10** Next Page

1 Coupling application design and user interface design   99%
Dennis J. M. J. de Baar , James D. Foley , Kevin E. Mullet
Proceedings of the SIGCHI conference on Human factors in computing systems
June 1992
> Building an interactive application involves the design of both a data model and a graphical user interface (GUI) to present that model to the user. These two design activities are typically approached as separate tasks and are frequently undertaken by different individuals or groups. Our apporach eliminated redundant specification work by generating an interface directly from the data model itself. An inference engine using style rules for selecting and placing GUI controls (i.e., widgets) ...

2 A scalable formal method for design and automatic checking of user   99%
interfaces
Jean Berstel , Stefano Crespi Reghizzi , Gilles Roussel , Pierluigi San Pietro
Proceedings of the 23rd international conference on Software engineering July 2001

> *The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.*

> *A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...*

3 Micro-GPSS on the Web and for Windows: a tool for introduction to   97%
simulation in high schools
Henry Herper , Ingolf Ståhl
Proceedings f the 31st c nference n **Winter simulati n: Simulati n---a bridge**
t the future - Volume 1 December 1999

4 Coverage criteria for GUI testing   96%
Atif M. Memon , Mary Lou Soffa , Martha E. Pollack
ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European
software engineering conference held jointly with 9th ACM SIGSOFT
international symposium on Foundations of software engineering September 2001
Volume 26 Issue 5
> A widespread recognition of the usefulness of graphical user interfaces (GUIs) has
> established their importance as critical components of today's software. GUIs have
> characteristics different from traditional software, and conventional testing techniques
> do not directly apply to GUIs. This paper's focus is on coverage critieria for GUIs,
> important rules that provide an objective measure of test quality. We present new
> coverage criteria to help determine whether a GUI has been adequately tested. ...

5 Usability testing with screen reading technology in a Windows   96%
environment
Kitch Barnicle
Proceedings on the 2000 conference on Universal Usability November 2000

> Ever since applications with graphical user interfaces were introduced, individuals who
> are blind have experienced great difficulty accessing these applications. The quality of
> access provided through a combination of screen reading software and speech
> synthesizer is greatly dependent on the design of the mainstream application
> interface. In attempt to better understand the access strategies employed by users of
> screen readers, this study was designed to (a) examine the interaction between us ...

6 Systems Issues: Rajicon:: remote PC GUI operations via constricted   96%
mobile interfaces
Norman Makoto Su , Yutaka Sakane , Masahiko Tsukamoto , Shojiro Nishio
Proceedings of the 8th annual international conference on Mobile computing and
networking September 2002
> As of now, it is not uncommon for one to use multiple computers in separate places
> such as at home, office or school. A number of applications currently exist to allow a
> user to easily access and control these computers remotely via a notebook computer
> or web page. Unfortunately, even with such solutions, it is rather inconvenient, for
> example, to try accessing your computer while walking downtown or riding a train. On
> the other hand, considering that cellular phones have been accepted as multi- ...

7 The Hotbox: efficient access to a large number of menu-items   96%
Gordon Kurtenbach , George W. Fitzmaurice , Russell N. Owen , Thomas Baudel
Proceedings of the SIGCHI conference on Human factors in computing systems:
the CHI is the limit May 1999

8 Power and energy: Graphical user interface energy characterization for   96%
handheld computers
Lin Zhong , Niraj K. Jha

Pr ceedings of the international conference on Compilers, architectures and synthesis f r embedded systems October 2003

> A significant fraction of the software and resource usage of a modern handheld computer is devoted to its graphical user interface (GUI). Moreover, GUIs are direct users of the display and also determine how users interact with software. Given that displays consume a significant fraction of system energy, it is very important to optimize GUIs for energy consumption. This work presents the first GUI energy characterization methodology. Energy consumption is characterized for three popular GUI pla ...

9 Papers: Off the wall: Fluid interaction with high-resolution wall-size displays   96%

François Guimbretière , Maureen Stone , Terry Winograd

Proceedings of the 14th annual ACM symposium on User interface software and technology November 2001

> This paper describes new interaction techniques for direct pen-based interaction on the Interactive Mural, a large (6'x3.5') high resolution (64 dpi) display. They have been tested in a digital brainstorming tool that has been used by groups of professional product designers. Our "interactive wall" metaphor for interaction has been guided by several goals: to support both free-hand sketching and high-resolution materials, such as images, 3D models and GUI application windows; to pres ...

10 The design of a GUI paradigm based on tablets, two-hands, and transparency   96%

Gordon Kurtenbach , George Fitzmaurice , Thomas Baudel , Bill Buxton

Proceedings of the SIGCHI conference on Human factors in computing systems March 1997

11 Querying and visualization of geometric data   95%

Edward P. F. Chan , Jonathan M. T. Wong

Proceedings of the fourth ACM workshop on Advances in geographic information systems November 1996

12 Screen reader/2: access to OS/2 and the graphical user interface   95%

J. Thatcher

Proceedings of the first annual ACM conference on Assistive technologies October 1994

> Screen Reader/2 is IBM's access system for OS/2, providing blind users access to the graphical user interface (GUI) of Presentation Manager, to Windows programs running under OS/2, and to text mode DOS and OS/2 programs. Screen Reader/2 is a completely redesigned and rewritten follow-on to IBM's Screen Reader Version 1.2 for DOS.There has been considerable discussion about the technical challenges, difficulties, and inherent obstacles presented by the GUI. Not enough time and ene ...

13 Speech, voice and translation: Voice over Workplace (VoWP): voice navigation in a complex business GUI   94%

Frankie James , Jeff Roelands

Pr ceedings f the fifth internati nal ACM c nference n Assistive technol gies July 2002

> Voice interfaces can be used to meet some accessibility requirements for physically disabled users, but only if they address inherent usability problems, namely, the trade-off between user efficiency and ambiguity handling. This paper explores usability

issues related to voice interfaces for complex GUIs. We present two user studies on a series of interface designs to support voice navigation within a complex business GUI, and discuss the findings as they relate to efficiency and ambiguity handl ...

14 Lessons learned from SUIT, the simple user interface toolkit   94%
Randy Pausch , Matthew Conway , Robert Deline
ACM Transactions on Information Systems (TOIS) October 1992
Volume 10 Issue 4
  In recent years, the computer science community has realized the advantages of GUIs (Graphical User Interfaces). Because high-quality GUIs are difficult to build, support tools such as UIMSs, UI Toolkits, and Interface Builders have been developed. Although these tools are powerful, they typically make two assumptions: first, that the programmer has some familiarity with the GUI model, and second, that he is willing to invest several weeks becoming proficient with the tool. These tools typi ...

15 Technical papers: design recovery: Browsing and searching source code 94%
of applications written using a GUI framework
Amir Michail
Proceedings of the 24th international conference on Software engineering May 2002
  Nowadays, applications are typically written using an object-oriented GUI framework. In this paper we explore the possibility of using the GUI of such applications to guide browsing and search of their source code. Such a tool would be helpful for software maintenance and reuse, particularly when the application source is unfamiliar. Intuitively, we would expect the task of browsing and searching source code of an application written using a GUI framework to be easier than one that doesn't becau ...

16 Window real objects: a distributed shared memory for distributed   94%
implementation of GUI applications
Noboru Koshizuka , Ken Sakamura
Proceedings of the 6th annual ACM symposium on User interface software and technology December 1993

17 A visual test development environment for GUI systems   93%
Thomas Ostrand , Aaron Anodide , Herbert Foster , Tarak Goradia
ACM SIGSOFT Software Engineering Notes , Proceedings of ACM SIGSOFT international symposium on Software testing and analysis March 1998
Volume 23 Issue 2
  We have implemented an experimental test development environment (TDE) intended to raise the effectiveness of tests produced for GUI systems, and raise the productivity of the GUI system tester.The environment links a test designer, a test design library, and a test generation engine with a standard commercial capture/replay tool. These components provide a human tester the capabilities to capture sequences of interactions with the system under test (SUT), to visually manipulate and modify the s ...

18 Motif/Lesstif Application Development: A tutorial designed to help you   92%
build your own GUI
Glen Wiley
Linux Journal August 1999

19 Visual Ada developer 92%

Leonid Dulman

**Pr ceedings f the 2002 annual ACM SIGAda internati nal conference n Ada:
The engineering f c rrect and reliable software f r real-time & distributed
systems using Ada and related technol gies** December 2002

> Programming language popularity depends not only on its properties and quality, but
> also on service which the user gets in its environment. Gui and visual developer are
> important components of IDE (Integrated-Development Environment).Visual Ada
> Developer (VAD) helps Ada programmers easily create OS independent application,
> using standard set of components, such as GUI elements, Multimedia elements,
> Network connections, DB connections and others.

20 An overview of portable GUI software 92%

Wade Guthrie

ACM SIGCHI Bulletin January 1995

Volume 27 Issue 1

> This article attempts to bring together as much information as possible concerning
> platform-independent Graphical User Interface (PIGUI) development kits. It is based
> on a FAQ list (answers to Frequently Answered Questions) maintained and periodically
> updated as a service to the net by the author.What is presented here is a number of
> tables summarizing available PIGUI's, followed by descriptions of the individual
> products, with reviews and users' comments where possible.

Results 1 - 20 of 200   short listing

Prev
Page **1   2   3   4   5   6   7   8   9   10** Next
Page